

# QUADRIX

In french: QUADRIX



**PLAY WITH:** The deck of 100 cards (setting the help cards aside).

**\*FIRST** read the Toutilix basic principles!

**OBJECT:** Cultivate a small patch of letters.

**SET UP:** Shuffle the deck. Each player is dealt 7 cards and puts them face down into a pile. The rest form a draw pile.

**HOW TO PLAY:** The youngest starts by flipping over their top card and placing it face up in the middle of the table.

**Star:** It stands in for any letter and gives you another turn: After saying a word, turn over a new card!

**Vowel:** Gives you another turn: After saying a word, turn over a new card!

**Firecracker:** Too bad - it's a penalty card! Give it to another player, who must put it in the draw pile and draw a new card, which they add to their hand. After that low blow, play again by turning over another card!



**Letter:** The player must say a sentence with a single verb that contains that letter.

For example, with **T**: "TasTe!"



The next player flips over their top card and places it to the right of the first card. Then they say a complete sentence with 2 words using both cards. They don't have to keep the previous player's word. The 1st word contains the 1st letter and the 2nd word contains the 2nd letter.

For example, with **T T**: "TasTe This!"



The next player adds a 3rd letter under the 1st one and says a complete sentence with 3 words using all 3 cards (in order).

For example, with **T T M**:

"Try This Mushroom!"

The next player adds a 4th letter under the 2nd one and says a complete sentence with 4 words using all 4 cards (in order).



For example, with **T T M A**:

"Le**T**'s visi**T** Mary l**A**ter"

The next player adds a 5th letter on top of the 1st and says a complete sentence, still with 4 words.



For example, with **S T M A**:

"Sarah trea**T**s Me b**A**dy."



Next, a 6th letter covers the 2nd on the top right and the player says a complete sentence, still with 4 words.

For example, with **S H M A**:

"Someone Hit My c**A**r!"

And so on, using the words that have already been said, or not.

**Can't think of a word?** Sophia has an idea and starts a **countdown!** If Agnes can't think of anything by the time the countdown is over, Sophia gives her word, Agnes takes 1 card from the draw pile, and play moves on to the next person.

**If no one has any ideas,** the cards on the table are set aside. The next player starts another sentence.

**If you make a mistake,** you just look for another word.

**When a player lays down their last card without drawing a blank,** they win all the cards on the table. End of the hand. The cards still in players' hands go back into the draw pile. The cards are shuffled and dealt back out to start a new hand.

**Play continues** as long as 7 cards can be dealt to each player. If the draw pile is used up before the end of the game, cards underneath the piles of letters replace the top card of the draw pile.

**THE WINNER** is the one with the most cards.